

GALBAYAR DELGERMAA

SOFTWARE ENGINEER | JUNIOR FULL-STACK DEVELOPER

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Portfolio: demiii.netlify.app

PROFILE

Software Engineering graduate with hands-on experience in full-stack web development, database modeling, and end-to-end delivery. Developed a research-driven habit-formation PWA and an extensible e-commerce prototype during a developer internship. Interested in building reliable, user-centered software.

TECHNICAL SKILLS

Primary stack: TypeScript, JavaScript, React, NestJS, PostgreSQL, Prisma, REST APIs, Git
Additional experience: Ruby on Rails, Java, C#, Python, Dart/Flutter, Tailwind CSS, SQLite, Docker
Engineering: Data modeling, MVC, modular monolith, authentication, API design, unit testing, deployment

DEVELOPER INTERNSHIP

Developer Intern | Tavan Bogd Nura LLC Jan 2026

- Learned Ruby on Rails from scratch and applied its MVC architecture to a practical web application.
- Designed a scalable product data model with shared product attributes and separate structures for type-specific details (e.g., physical, digital, subscription products).
- Developed the AShop e-commerce prototype covering product/catalog management, variants, carts, orders, user flows, and REST JSON APIs; used Rails, Tailwind CSS, Stimulus/Turbo, Devise, and Pundit.

SELECTED PROJECTS

Behavior-Based Habit Formation System | Bachelor's thesis 2026

- Independently conducted behavioral research, defined product requirements, designed the behavioral rules and data model, and completed UI/UX design, implementation, testing, deployment, and user evaluation.
- Built rule-based habit-strength assessment and adaptive recommendations informed by completion patterns, perceived difficulty, context stability, reminder dependence, and automaticity.
- Implemented a layered modular-monolith PWA with React, NestJS, TypeScript, Prisma, and PostgreSQL; delivered JWT authentication, habit tracking, reminders, progress analytics, and recommendations; deployed to Vercel and Railway.

Numteach | Frontend developer, team project (2023) — Built the UI of a tutor-finding web app with vanilla HTML, CSS, and JavaScript.

Lost In | Independent 2D game (2025) — Programmed a forest exploration game in Godot/GDScript and created pixel-art characters.

EDUCATION & CERTIFICATION

National University of Mongolia | B.Sc. in Software Engineering | 2022–2026 | GPA: 3.6/4.0
Information Technology Passport Examination — Passed (2024)

ADDITIONAL EXPERIENCE

Our Cafe — Part-time Server (2023–2026) • Damariscotta River Grill, USA — Hostess (2025–2026) • Six Flags Great America, USA — Team Member (2024)
Customer service, cross-cultural communication, teamwork, and handling busy service operations.

LANGUAGES

Mongolian — Native • English — Advanced • Spanish — Beginner